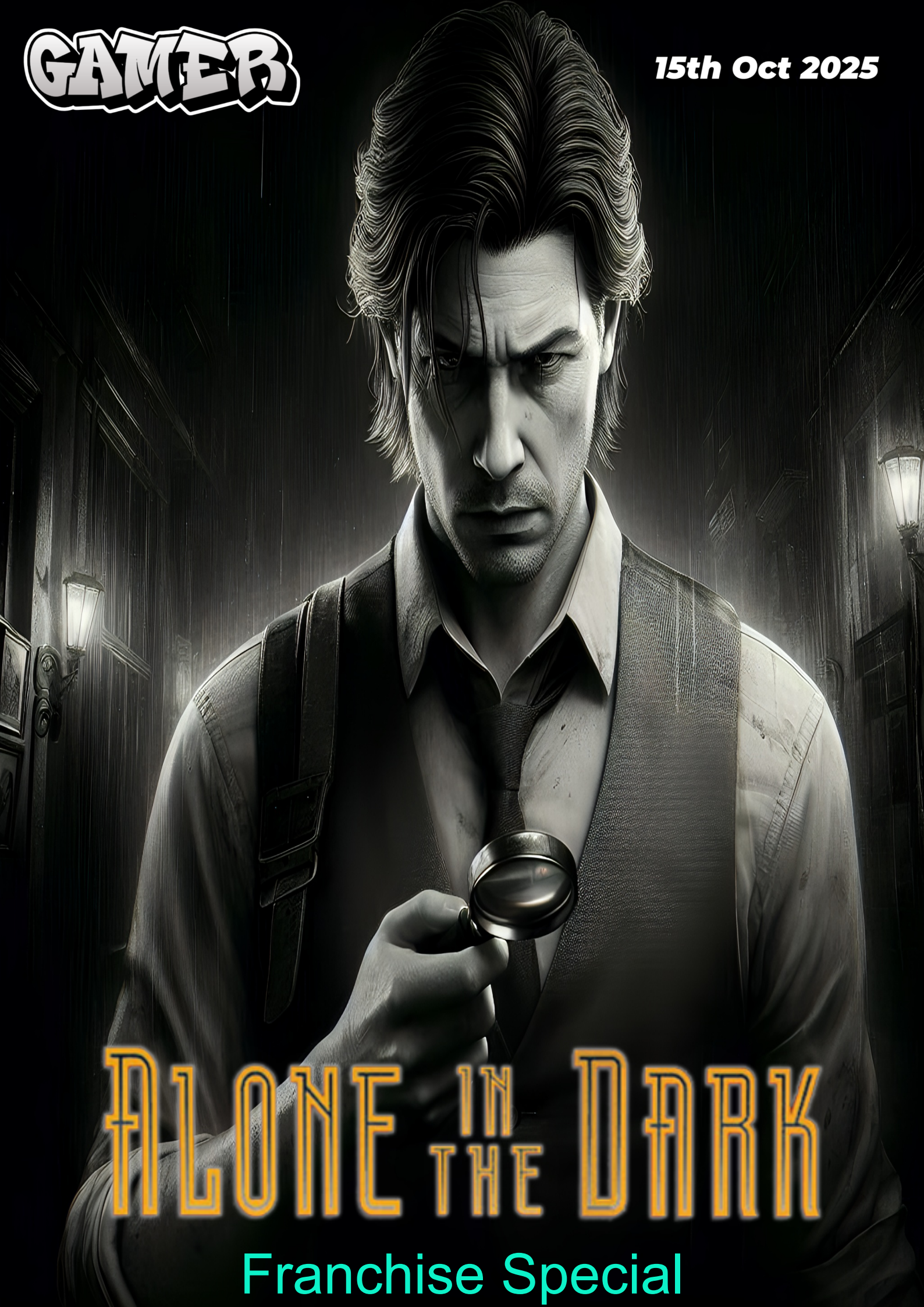
GAMER
15th Oct 2025
ALONE IN THE DARK
Franchise Special

# Alone in the Dark

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## Time Line

Alone in the Dark 1992

Jack in the Dark 1993

Alone in the Dark 2 1993

Alone in the Dark 3 1995

Alone in the Dark: The New Nightmare 2001

Alone in the Dark 2008

Alone in the Dark: Illumination 2015

Grace in the Dark: Prologue 2023

Alone in the Dark 2024

# ALONE IN THE DARK

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## Alone in the Dark (1992)

Alone in the Dark  is a survival horror video game developed by Infogrames and released in 1992.

It is widely regarded as one of the pioneering titles in the survival horror genre and had a significant influence on later series like *Resident Evil.

The game follows private investigators Edward Carnby and Emily Hartwood as they explore the mysterious Derceto Mansion, an abandoned mansion in the Louisiana bayou.

# ALONE IN THE DARK

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## Alone in the Dark (1992)

The mansion is haunted by supernatural forces, dark secrets, and eldritch horrors.

Their goal is to uncover the mansion's secrets, solve puzzles, and confront the evil lurking within.

Features a combination of point-and-click adventure elements and action gameplay.

The game is played from a third-person perspective with pre-rendered backgrounds and character sprites.

# Alone in the Dark

## Alone in the Dark (1992)

Players explore the mansion, solve puzzles, gather items, and combat or avoid monsters.

Uses tank controls, which was standard for the era.

Emphasizes atmosphere, exploration, and puzzle-solving over combat.

Includes a day-night cycle that affects gameplay and monster behavior.

Utilized pre-rendered backgrounds with polygonal character models, which was innovative at the time.

# Alone in the Dark

## Alone in the Dark (1992)

Known for its atmospheric visuals and creepy sound design that contributed to the horror experience.

Music and sound effects heighten the tension and suspense.

Considered a classic and one of the first true survival horror games.

Influenced the development of the genre, inspiring many future titles.

# ALONE IN THE DARK

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## Alone in the Dark (1992)

**Known for its innovative use of 3D graphics and atmospheric storytelling.**

**Spawned sequels, remakes, and inspired numerous horror games.**

**Alone in the Dark* remains a landmark in gaming history as a pioneer of survival horror, setting the stage for many games that followed.**

**Its blend of puzzle-solving, exploration, and horror atmosphere continues to be appreciated by fans and historians of the genre.**

# Alone in the Dark

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## Jack in the Dark 1993

Jack in the Dark is a small game made during production of Alone in the Dark 2.

It was used as a promotional game distributed during Christmas in 1993.

just before Alone in the Dark 2 was released.

Jack in the Dark is a spin-off game made during Alone in the Dark 2's development.

It was used as a promotional game, distributed at Christmas 1993.

The game was on a single floppy disk in a golden wrap featuring a Jack-in-the-box illustration on top.

Later CD versions of both Alone in the Dark 1 and 2 came packaged with Jack in the Dark.

It is a short adventure featuring the young child Grace Saunders, who gets stuck in a Toy Store where the toys are commanded by an evil Jack-in-the-Box.

Jack in the Dark is an adventure game that focuses purely on puzzles and has no combat.

# Alone in the Dark

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## Alone in the Dark 2 1993

Alone in the Dark 2 is the sequel to the groundbreaking 1992 survival horror game Alone in the Dark.

Developed and published by Infogrames, it was released in 1993.

While it built upon the foundation of the original, Alone in the Dark 2 took a different direction in terms of gameplay and story.

The game follows private investigator Edward Carnby once again as he confronts supernatural and horror elements.

# Alone in the Dark

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Alone in the Dark 2 1993

This time, the story revolves around Carnby investigating a cursed artifact linked to a secret occult society.

His quest takes him to a haunted mansion, tombs, and ancient sites, dealing with mummies, demons, and other supernatural entities.

Similar to the original, it features a third-person perspective with pre-rendered backgrounds.

The game combines exploration, puzzle-solving, and combat, with a stronger emphasis on action.

# Alone in the Dark

GAMER

Alone in the Dark 2 1993

Unlike the first game, *Alone in the Dark 2* introduced more combat mechanics and a less atmospheric, more action-oriented approach.

The player controls Carnby as he explores various locations, solves puzzles, and fights off supernatural enemies.

The game retains the tank controls and atmospheric horror but with more emphasis on action sequences.

Used pre-rendered backgrounds with polygonal characters, maintaining a similar visual style to the original.

# ALONE IN THE DARK

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Alone in the Dark 2 1993

Alone in the Dark 2 is often viewed as a mixed entry; it expanded on the story but was criticized for its more action-heavy gameplay, which some fans felt lessened the horror atmosphere of the first game.

It is less influential than the original but remains a part of the *Alone in the Dark* series' history.

It laid groundwork for future action-horror titles but is generally considered a minor entry in the franchise.

ALONE IN THE DARK

ALONE IN THE DARK

ALONE IN THE DARK

# ALONE IN THE DARK

GAMER

## Alone in the Dark 2 1993

Alone in the Dark 2* (1993) continued the adventures of Edward Carnby, mixing horror with more action elements, and explored supernatural themes in a haunted and cursed setting.

While it didn't achieve the same legendary status as the first game, it remains a noteworthy chapter in early survival horror history.

# ALONE IN THE DARK

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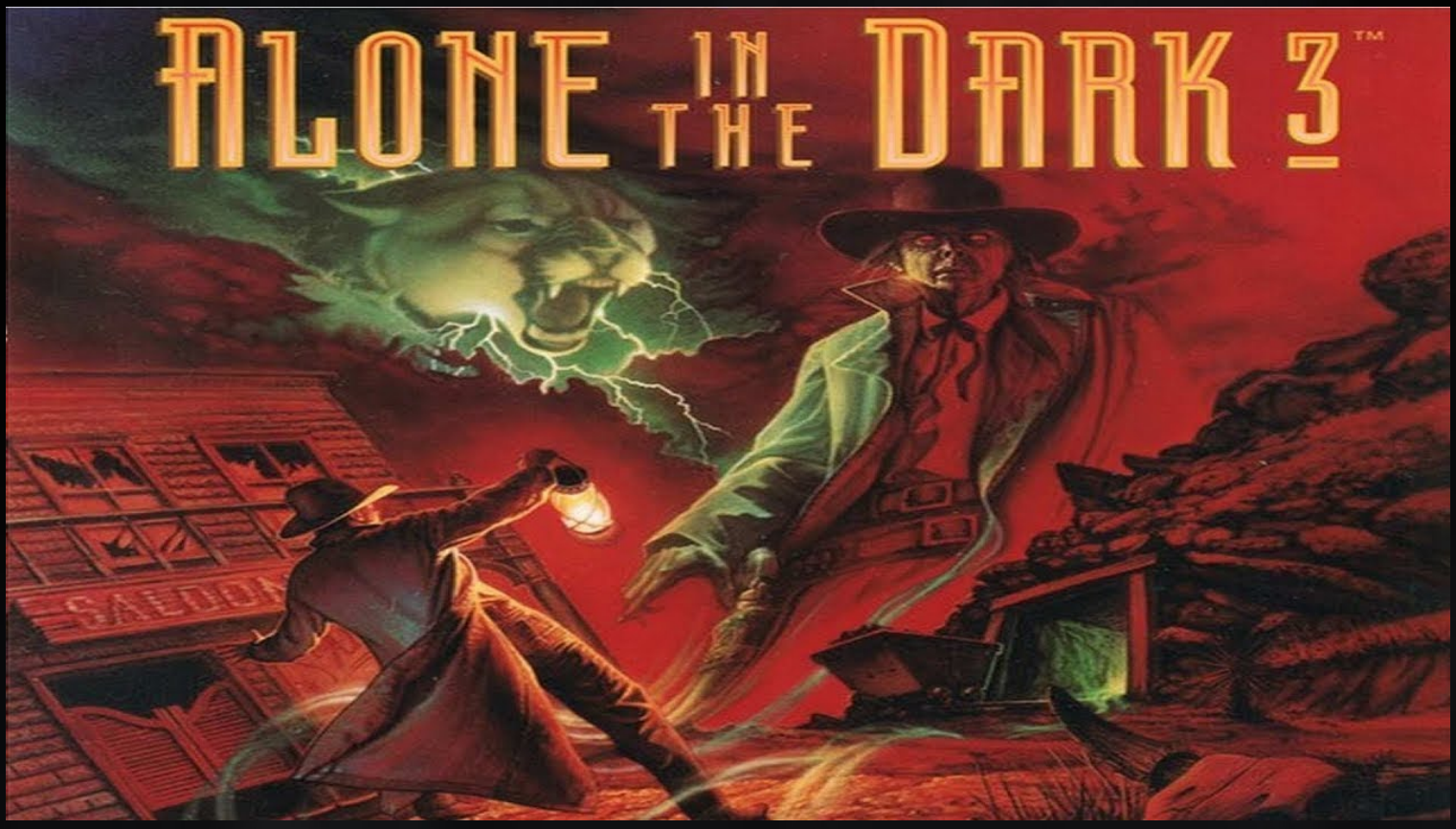


## Alone in the Dark 3 (1995)

Alone in the Dark 3 is the third installment in the *Alone in the Dark* series, developed and published by Infogrames in 1995.

It continues the adventures of private investigator Edward Carnby, blending horror, action, and puzzle-solving elements.

The game is set in the 1930s and follows Carnby as he investigates a mysterious outbreak in New Orleans.

The story involves supernatural cults, voodoo magic, and ancient curses.

# Alone in the Dark

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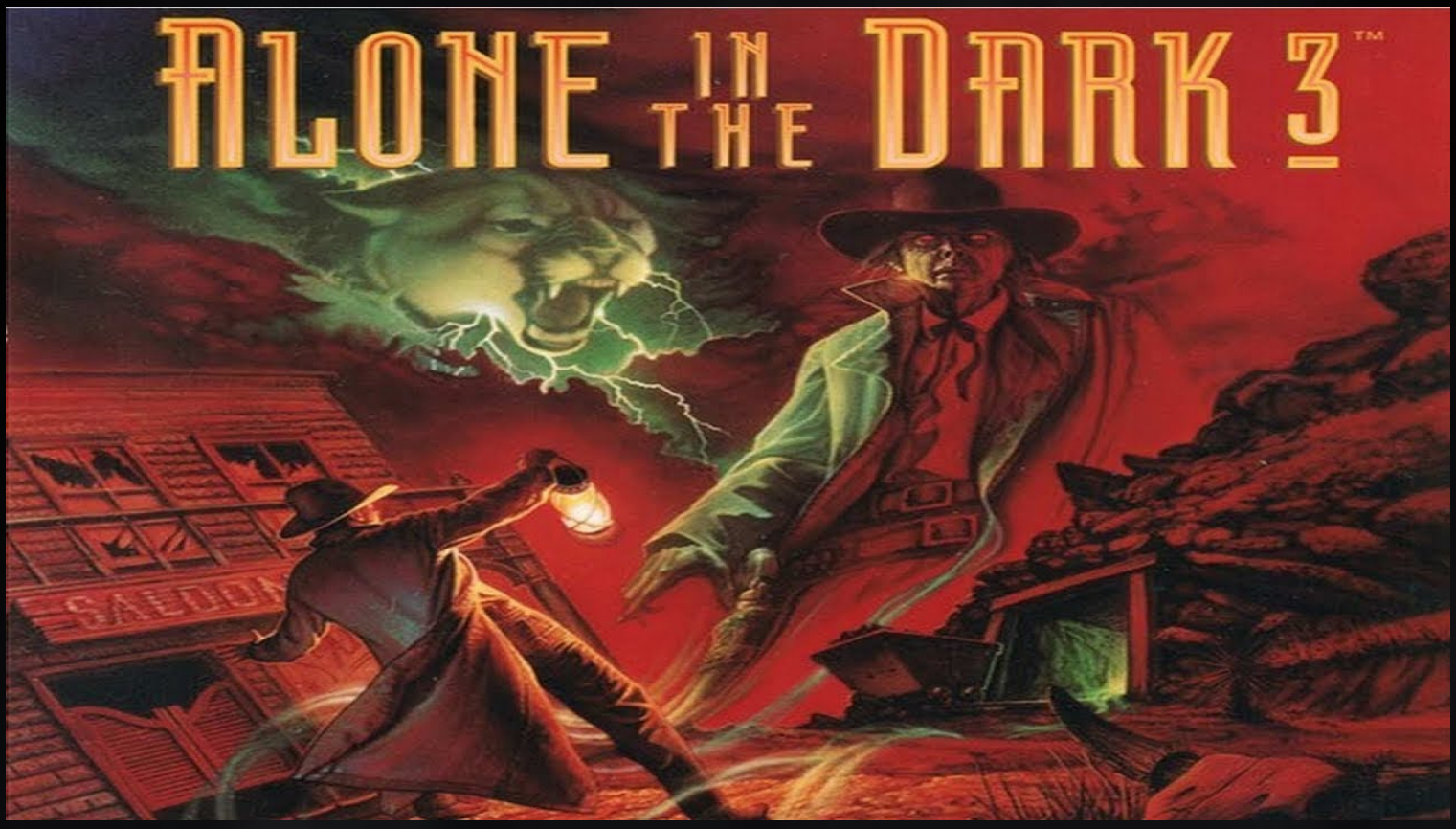


**Alone in the Dark 3 (1995)**

**Carnby explores various locations including a haunted mansion, bayous, and a cursed island, uncovering dark secrets tied to black magic and ancient evil.**

**Similar in style to its predecessors, with pre-rendered backgrounds and character sprites.**

**Combines exploration, puzzle-solving, and combat.**

# ALONE IN THE DARK

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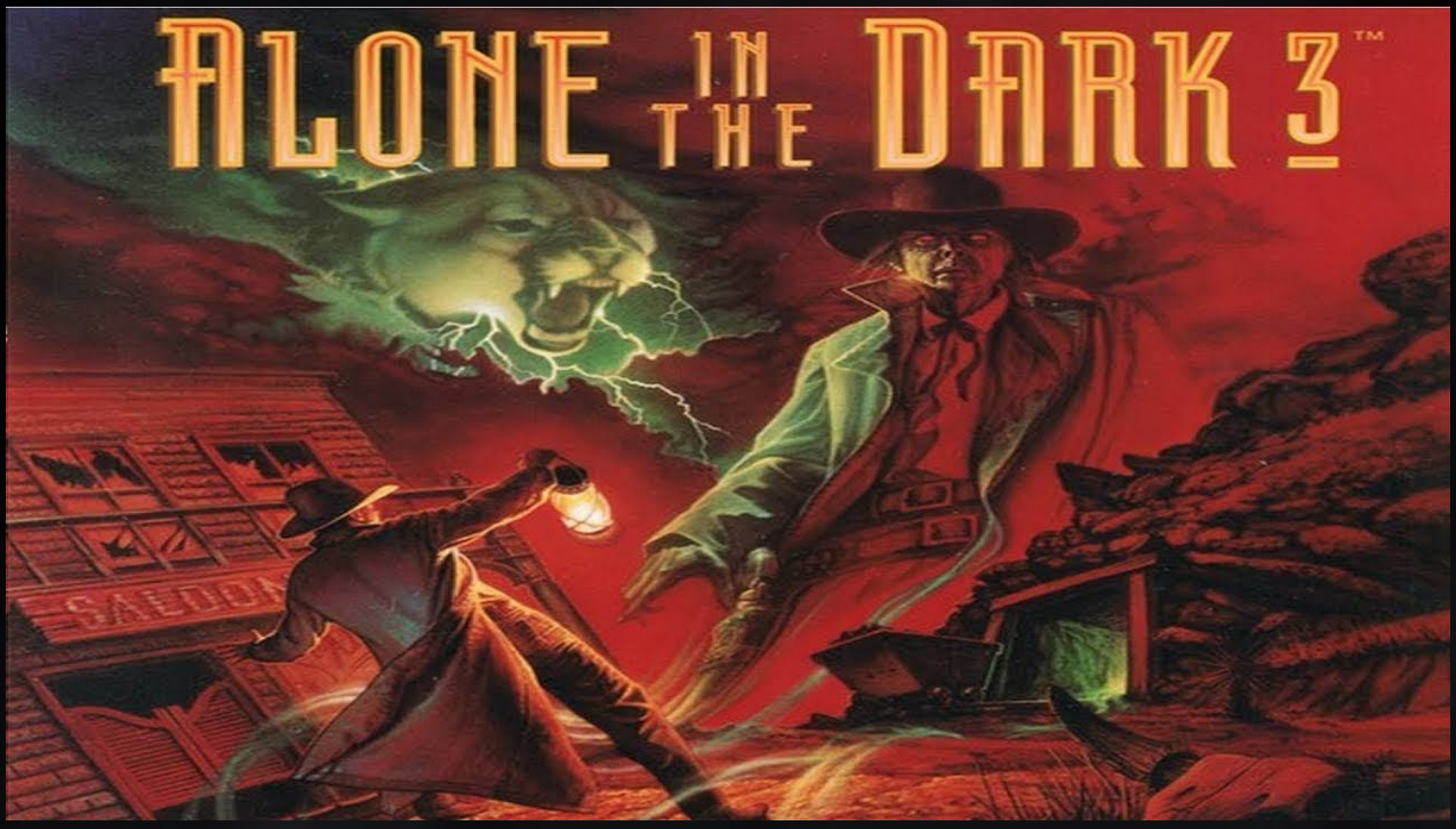


## Alone in the Dark 3 (1995)

Features an isometric or third-person perspective, with a focus on atmospheric horror.

- Adds more action elements, including gun-play and combat sequences, compared to earlier entries.

- The game provides a mix of linear and open-ended exploration, with multiple locations and secrets to uncover.

# ALONE IN THE DARK

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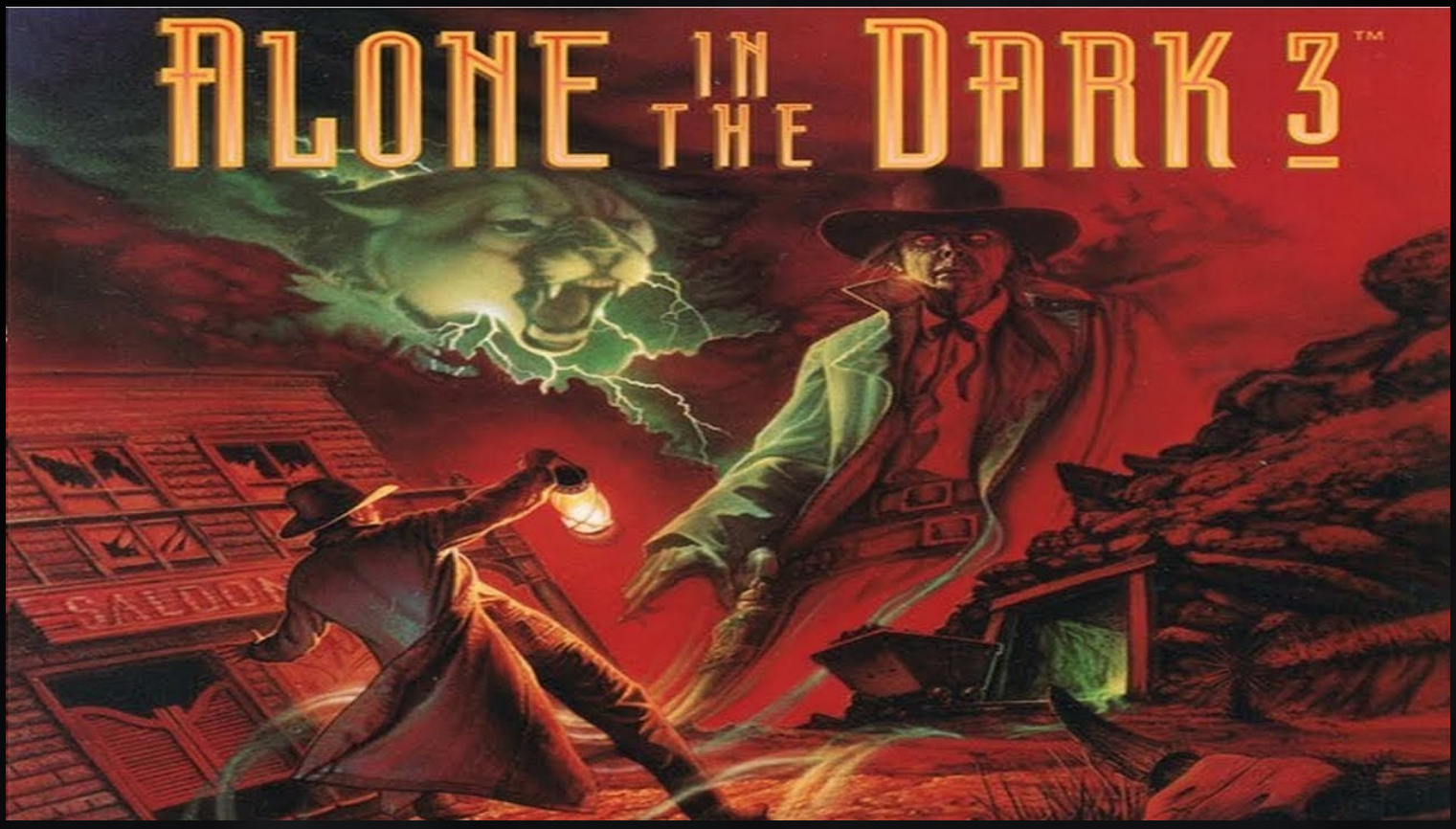


## Alone in the Dark 3 (1995)

Alone in the Dark 3 Maintains a horror atmosphere with supernatural themes, puzzles, and tense encounters.

Utilizes pre-rendered backgrounds, with detailed environments and character models.

Music and sound effects contribute to the eerie mood and tension.

# Alone in the Dark

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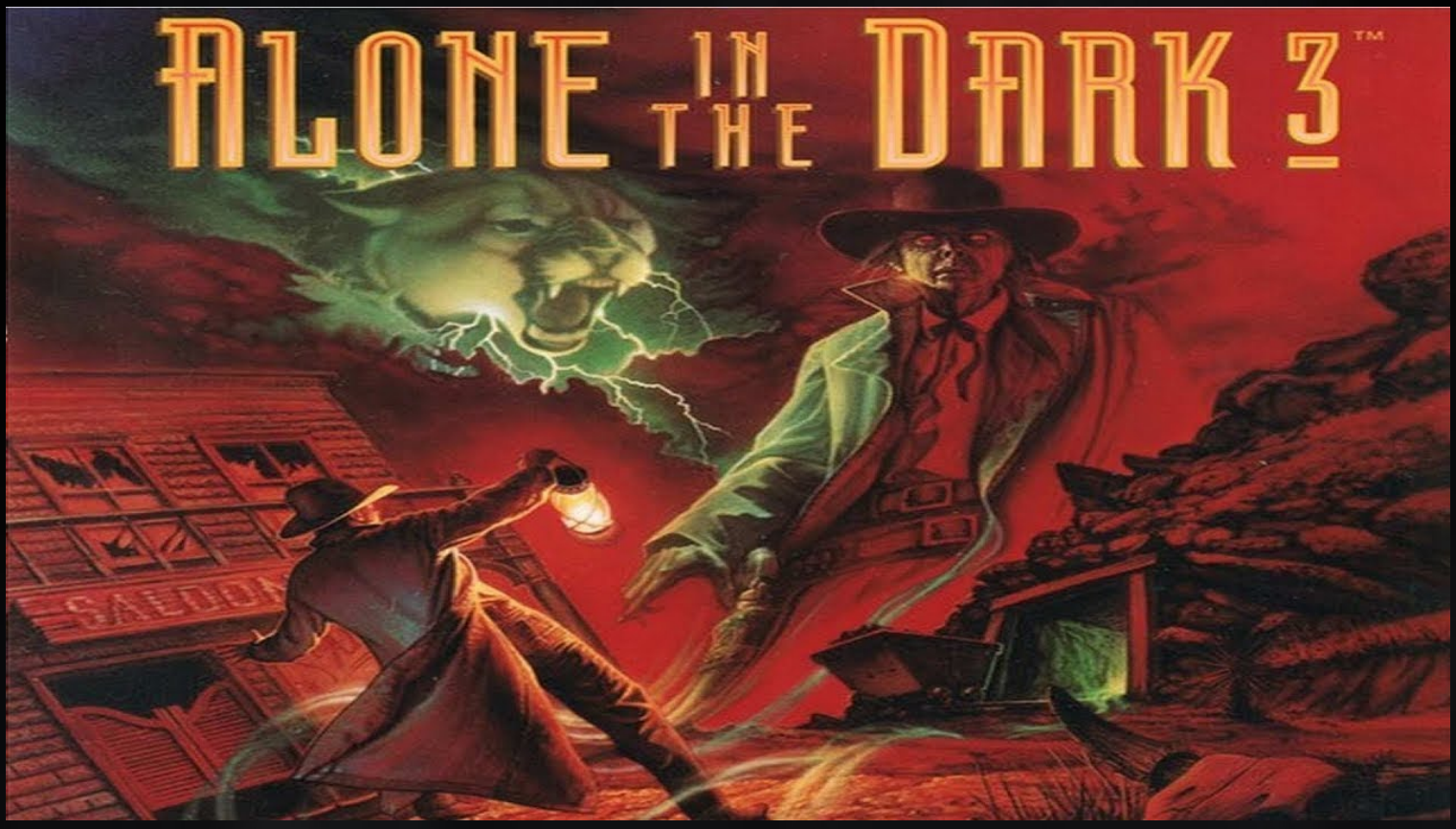


## Alone in the Dark 3 (1995)

Alone in the Dark 3* is often viewed as a more action-oriented entry, which received mixed reviews from fans of the original's atmospheric horror.

It expanded the series' lore, introducing new locations and supernatural elements.

# Alone in the Dark

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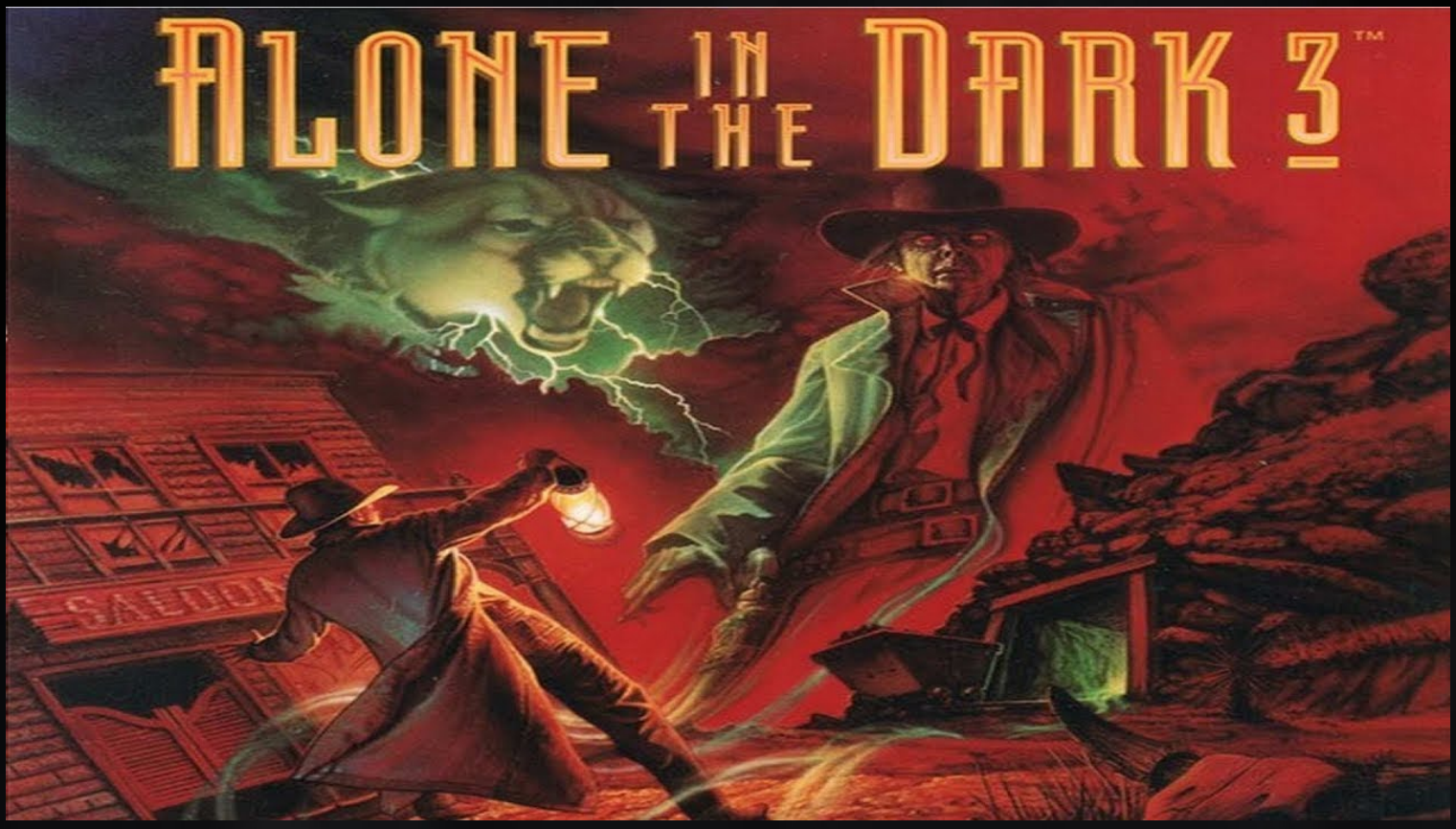


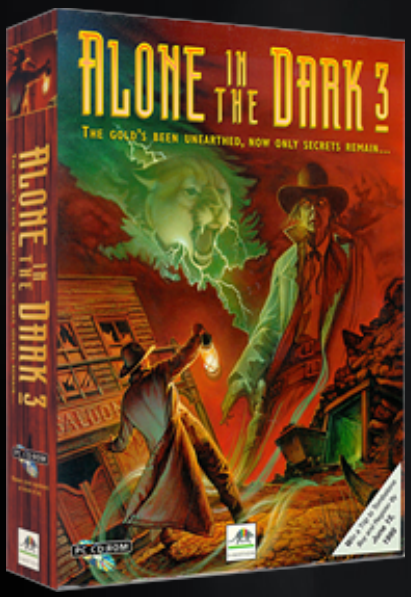


## Alone in the Dark 3 (1995)

Some purists preferred the atmospheric horror of the first game, but others appreciated the increased action and adventure aspects.

Alone in the Dark 3 (1995) continued the franchise's exploration of supernatural horror with a focus on action, puzzles, and adventure in a richly detailed setting.

While it shifted toward more action, it remains part of the early foundation of survival horror gaming.

# Alone in the Dark

GAMER

## Alone in the Dark: The New Nightmare 2001

Alone in the Dark: The New Nightmare, also known as Alone in the Dark: Nightmare in some regions, is the fifth main installment in the Alone in the Dark series.

Developed by Darkworks and published by Infogrames in 2001, it marked a significant shift toward 3D graphics and a more modernized approach while maintaining the series' horror roots.

ALONE IN THE DARK
THE NEW NIGHTMARE

# Alone in the Dark

GAMER

**Alone in the Dark: The New Nightmare 2001**

**The game follows private investigator Edward Carnby and his ally, Aline Cedrac, as they investigate mysterious supernatural occurrences centered around the fictional town of Carthage.**

**They uncover a plot involving ancient evil, cursed artifacts, and a sinister conspiracy related to the Ancients powerful entities from beyond our world.**

**The story involves uncovering secrets buried beneath the town and confronting supernatural horrors.**

# Alone in the Dark

GAMER

**Alone in the Dark: The New Nightmare 2001**

**Features a third-person perspective with real-time 3D environments, a departure from the pre-rendered backgrounds of earlier titles.**

**Combines exploration, puzzle-solving, and combat.**

**Includes a more action-oriented gameplay style, with shooting, fighting, and survival mechanics.**

**Allows players to switch between Carnby and Aline, each with unique abilities and story lines.**

**Introduces a dynamic camera system and more cinematic presentation.**

# ALONE IN THE DARK

GAMER

**Alone in the Dark: The New Nightmare 2001**

**Emphasizes atmospheric horror, tense encounters, and puzzle solving, blending traditional survival horror with modern gameplay elements.**

**Utilizes fully 3D environments and character models, offering more immersive visuals.**

**The game's atmosphere is enhanced by a haunting soundtrack and sound effects that heighten tension and fear.**

**Alone in the Dark: The New Nightmare was generally well-received for its graphics, atmosphere, and gameplay innovation.**

# ALONE IN THE DARK

GAMER

**Alone in the Dark: The New Nightmare 2001**

**Praised for successfully blending horror with more action and modern mechanics.**

**- Critics and fans appreciated the return to horror roots while embracing 3D technology.**

**Considered one of the better entries in the series, blending the classic horror elements with contemporary gameplay.**

**Alone in the Dark: The New Nightmare* (2001) revitalized the series with 3D graphics, action elements, and a compelling supernatural story, making it a noteworthy chapter in the evolution of survival horror games.**

# Alone in the Dark

GAMER

## Alone in the Dark 2008

Alone in the Dark (2008) is a reboot of the classic horror series developed by Eden Games and published by Darkworks and Atari.

Released in 2008 for PlayStation 2, PlayStation 3, Xbox 360, and PC, this installment aimed to modernize the franchise with new graphics, gameplay mechanics, and a contemporary horror approach.

The game follows detective Edward Carnby and archaeologist Aline Cedrac as they investigate mysterious supernatural events in the fictional town of Shadow Island.

# ALONE IN THE DARK

GAMER

## Alone in the Dark 2008

They uncover an ancient evil related to the occult and a hidden conspiracy involving supernatural forces and an ancient artifact called the "Darkness."

The story involves battling monsters, solving puzzles, and uncovering secrets about the island’s dark history.

Features a third-person shooter and survival horror mix, emphasizing combat, exploration, and puzzle-solving.

# Alone in the Dark

GAMER

## Alone in the Dark 2008

Incorporates a cover system, aiming mechanics, and destructible environments.

Players can switch between Carnby and Aline, each with unique abilities and perspectives.

The game offers an open-world structure with a focus on atmospheric horror.

- Includes a variety of enemies such as supernatural monsters and cultists.

- Emphasizes a tense, dark atmosphere, with horror elements rooted in both psychological and supernatural themes.

# Alone in the Dark

GAMER

## Alone in the Dark 2008

Utilizes advanced graphics for its time, with realistic environments and character models.

The soundtrack and sound effects build suspense and enhance the horror experience.

The game received mixed reviews; praised for its graphics and atmosphere but criticized for inconsistent gameplay, controls, and story execution.

- Some fans appreciated the modernized approach, but others felt it strayed too far from the series' horror roots.

# Alone in the Dark

GAMER

## Alone in the Dark 2008

It is often considered a reboot that struggled to find its identity within the franchise.

Alone in the Dark (2008) is remembered as an ambitious attempt to reinvent the series for a new generation but did not achieve the same iconic status as the original titles.

The 2008 Alone in the Dark sought to bring the franchise into the modern era with updated graphics and gameplay, blending action with horror.

While visually impressive, it received a mixed response, leaving its place as a controversial yet notable entry in the series.

# ALONE IN THE DARK

GAMER

## Alone in the Dark: Illumination (2015)

**Alone in the Dark: Illumination* is a multiplayer-focused survival horror game developed by Pure FPS and published by Atari in 2015.**

**It was intended as a reboot and a new entry in the Alone in the Dark series, emphasizing cooperative gameplay and modern horror elements.**

**Released on PC (Windows) and later announced for consoles, but it was primarily known for PC release.**

**Designed around multiplayer co-op gameplay, supporting up to four players working together.**

# ALONE IN THE DARK

GAMER

**Alone in the Dark: Illumination (2015)**

**Features a third-person perspective with a focus on combat, exploration, and puzzle-solving.**

**Players choose from different characters, each with unique abilities, to explore haunted locations and fight supernatural enemies.**

**Involves managing resources, solving environmental puzzles, and surviving against hordes of monsters.**

**The game emphasizes teamwork, with players coordinating attacks and sharing resources.**

# Alone in the Dark

GAMER

**Alone in the Dark: Illumination (2015)**

**Takes place in a dark, supernatural world where players confront evil forces threatening to unleash chaos.**

**The story involves uncovering ancient secrets and battling supernatural entities linked to an overarching dark conspiracy.**

**Utilizes modern graphics to create a dark, atmospheric horror environment.**

**Focuses on intense action and horror scenarios.**

**Alone in the Dark: Illumination* was met with largely negative reviews from critics and players.**

# ALONE IN THE DARK

GAMER

## Alone in the Dark: Illumination (2015)

**Alone in the Dark: Illumination was criticized for poor graphics, repetitive gameplay, lack of polish, and failure to capture the horror or atmospheric tension of earlier *Alone in the Dark* titles.**

**Many fans felt it strayed too far from what made the series unique, with some viewing it as a misstep or a failed reboot.**

**The game is generally considered a disappointment and a low point in the series.**

**It did not receive any significant updates or expansions and is often cited as an example of a poorly executed reboot.**

# Alone in the Dark

GAMER

## Alone in the Dark Prologue 2023

Alone in the Dark Prologue, or Grace in the Dark, is a playable teaser developed by Pieces Interactive and published by THQ Nordic.

The teaser consists of a prologue chapter of Alone in the Dark, introducing its themes, gameplay and setting.

Set in Derceto Manor, a home for the mentally fatigued deep in the American south, Grace in the Dark follows 11-year-old girl Grace Saunders helping Jeremy Hartwood send a letter to his niece, when things go terribly wrong.

# Alone in the Dark

GAMER

## Alone in the Dark 2024

Alone in the Dark (2024) is a reboot of the classic survival horror series, developed by Pieces Interactive and published by THQ Nordic for PlayStation 5, Xbox Series X|S, and PC.

The game re imagines the origins of the series, focusing on the mysterious, haunted town of Derceto, Louisiana.

Players explore a dark, atmospheric world filled with supernatural horror, uncovering secrets behind the town's curse and the sinister events surrounding a mysterious mansion.

Uses lighting and sound design to create tense, immersive environments.

# ALONE IN THE DARK

GAMER

## Alone in the Dark 2024

The story revolves around detective Edward Carnby and other characters, delving into insanity, and otherworldly horrors.

The game offers a modern third-person survival horror experience with a focus on atmosphere, exploration, and narrative depth.

- Utilizes the latest Unreal Engine technology for detailed environments, dynamic lighting, and immersive effects.

- Features a blend of puzzle-solving, combat, and stealth mechanics.

# ALONE IN THE DARK

GAMER

## Alone in the Dark 2024

Alone in the Dark 2024 Emphasizes psychological horror, with elements that play with the player's perception and sanity.

- The game includes multiple playable characters and branching story lines, enhancing replayability.

Promises a contemporary horror aesthetic with highly detailed, realistic graphics.

- Uses lighting and sound design to create tense, immersive environments.

- Designed to evoke a sense of dread and mystery, paying homage to the series' roots while updating its visuals and gameplay.

# ALONE IN THE DARK

GAMER

Alone in the Dark 2024

Developed by Pieces Interactive, known for story-driven titles.

The reboot aims to recapture the series' horror essence, emphasizing story, atmosphere, and player immersion.

- Highly anticipated by fans of the original and newcomers alike.

*Alone in the Dark (2024)* is a modern revival of the legendary horror franchise, promising a richly atmospheric, story-driven survival horror experience on new-generation hardware.